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**From:**  
**To:** Jamie Leder; Todd Howard; Todd Vaughn  
**Sent:** 2/10/2022 3:28:31 PM  
**Subject:** Xbox blog post

I'm confused. Is the below not the opposite of what we were just asked (told) to do with our own titles? What's the difference? Emphasis in **bold** is mine. From [this blog post](#) yesterday.

First, some commentators have asked whether we will continue to make popular content like Activision's Call of Duty available on competing platforms like Sony's PlayStation. The obvious concern is that Microsoft could make this title available exclusively on the Xbox console, undermining opportunities for Sony PlayStation users.

To be clear, Microsoft will continue to make Call of Duty and other popular Activision Blizzard titles available on PlayStation through the term of any existing agreement with Activision. **And we have committed to Sony that we will also make them available on PlayStation beyond the existing agreement and into the future so that Sony fans can continue to enjoy the games they love. We are also interested in taking similar steps to support Nintendo's successful platform.** We believe this is the right thing for the industry, for gamers and for our business.

Did anyone at Xbox think about giving us a heads-up on this? Todd's going to DICE in a couple weeks, you don't think a journo might find him and press him on why the below is ok for COD or any Activision Blizzard games, but not TES6 or Starfield? Or at any/every future interview he does?

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Pete Hines  
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